Advanced Omeka Workshop
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- Welcome
- Previous workshop
    - Basics of Omeka
    - Software to create online exhibits of media objects
    - Created by the Rosenzeig Center for History and New Media at George Mason University
    - Provide metadata, associate additional information
    - Omeka has been used by museums and libraries as well as classes and individuals.
    - Web publishing platform designed for media-rich objects, exposing them and letting users interact with them.
- Today
    - More advanced features of Omeka
    - Plugins extend capability of Omeka, Add features: new ways of presenting, interacting with materials; more kinds of materials.
    - Plugins are part of why we taught the last workshop with Omeka Classic, rather than the newer Omeka S: many plugins don't yet support the new software.
    - Focus especially on Neatline
- Neatline
    - Overview
        - Plugin for Omeka built around maps, timelines.
        - Great for storytelling: routes, change in time, event unfolding.
        - Can also be used for annotating images in a way that associates information with them interactively.
        - Created by the Scholars Lab at the University of Virginia.
    - Relationship to Omeka
        - Almost like a separate piece of software within Omeka: it has its own interface.
        - Integrates with Omeka to let you put things in an Omeka collection on a map/timeline.
        - But can also use largely independently.
        - Neatline has its own plugins.
- Creating an Exhibit
    - What's an Exhibit?
        - Think of an exhibit as being a single project.
        - Contains and displays one set of data that goes together. (Neatline documentation describes it as being like the "canvas" or "environment" for a project.)
        - Not necessarily everything need be visible at once.

        - But the things in a single exhibit should be closely related to each other; things that make sense on the same map, in relation to the same image, etc.
    - Go to the Neatline tab on the left.
    - Click “Create an Exhibit”
    - Give it a title. It will create a slug (URL) for you automatically.
    - Don’t worry about Narrative for now. It can be used to type some text that describes, explains, or accompanies the project.
        - We’ll take a look at one way of using it later.
    - Click the Widgets box and turn on Waypoints, Text, and SIMILE Timeline.
        - These three plugins extend Neatline’s functionality. We’ll turn them all on so I can demo the features, but in designing a real project you’d think about what features you want and select widgets accordingly.
    - For Default Spatial Layer, can leave OpenStreetMap selected.
        - Controls the map that will appear underneath your image. Later, can experiment to find a map that fits your needs and your aesthetic.
        - Don’t recommend Google, as you have to use a special API Key.
            - I’ll show at the end of the workshop where you would add the API Key if you have one.
        - Can use an image; we’ll see later.
        - Can use “WMS Address” to use a map hosted on an external server, if you have access.
    - Leave “Spatial Querying” checked as it will improve performance of the map.
    - Checking “Public” is how you’d publish when ready.
    - Save Exhibit.
- Getting Started
    - Click the title to edit your exhibit.
        - (Public View is how you’d take a look, but it’s empty now.)
    - Map will come up centered on the Gulf of Guinea, at so-called Null Island, 0,0.
    - For the exercise, you’ll need to pick an area where you would want to mark several things on the map.
        - Can be anything: campus; Raleigh; your hometown; your favorite city (or, of course, somewhere appropriate to your research).
    - Pan and zoom the map until the first place you’d like to add to your map is in view.
- Creating Items
    - To add something to your map, click New Record.
    - I recommend pressing Save as you finish a tab, just to be on the safe side. Can save any time.
    - Text Tab
        - Start by adding a title: the name of the thing you want to put on the map.

        - Slug: You only need it if you plan to use the Text widget, but go ahead and fill it in. Brief link to your place, no spaces.
        - Body: A description or text about your item.
    - Item Tab
        - Lets you associate this record with an item stored in Omeka.
        - For instance, in an Exhibit about architecture, you might have Omeka records for different buildings that would include photos, info, etc.
        - Lets you link from the map to more detailed info about the item, etc.
        - NOT REQUIRED. It's perfectly valid to have a map with just Neatline items, no Omeka.
    - Map Tab (Point)
        - How you put things on the map
        - Starts with Navigate selected, which means you can drag to move the map
        - Simplest way to put something on the map is a point: create one.
        - If you need to drag or erase the point, you can do it with the last two options.
    - Style Tab
        - A bit of a misnomer. It does carry style information (color, etc.), but also, loads of other data, especially associated with widgets. So don't dismiss it as just about looks.
        - Tags let you tag related info, just as in basic Omeka.
        - Widgets lets you "turn on" Waypoints and Timeline for the particular item.
            - If you leave it alone, it won't show up in the Timeline or in the Waypoints, which is a list of places in your exhibit.
            - In our case, we want to see how they work, so select both.
            - It would be perfectly reasonable to include some things and leave others out in a real exhibit.
        - Presenter controls what kind of popup box shows you info about the item.
            - Mostly you want to leave it as "Static Bubble."
            - But if you were drawing something on the map that there's no info about, like an arrow or circle to highlight a feature, you might set it to "None."
            - And you could program a new kind of Presenter to give a user a new way of interacting.
        - Colors control the outline and main color, both when the item is selected and when it's not.
        - Opacities control how see-through parts of it are, where 0 is totally transparent and 1 is totally solid.

        - Somewhat important with dots—think what they'll cover up as you zoom out—but more important with other shapes we'll see shortly.
- Dimension:
    - Width and radius clear
    - Z-Index: If two shapes overlap, which will be on top? Whatever has the higher number.
    - Order/Weight: What order they should come in in the Waypoints list.
- Dates
    - Start/End Date: Specify a range of time that will be shown on the timeline.
        - For instance, a building that was built and destroyed on a certain date, or the length of time an event lasted.
        - Can be as general as a year or down to the second accurate. Click on the ? for the formats.
        - If the event is an instant (something that just happens once, without spanning a range of time), enter only a start date
        - If you enter exactly the same start and end, it won't be visible on the timeline; no point.
        - Start and End dates control where something shows up on the timeline.
    - After/Before Dates
        - Control where when items show up on the map based on where you've scrolled on the timeline.
        - After is the earliest it will show up on the map; before is the latest.
        - When we talk about scroll position on the timeline, we mean the center.
        - *Might* be the same as Start/End; might not. For instance, would be reasonable in some circumstances to have something be on the map to show where it will be, even when it's not built yet.
- Imagery
    - Lets you bring in other images to replace the generic circle point.
    - Point imagery: can use a custom icon
    - WMS Address/Layers: if you have access to a map server, you could host an image that's tied to the map in a particular way, and bring it in.
- Visibility

            - Min Zoom: If you're zoomed out farther than this, you won't see the item. Max zoom: If you're zoomed in farther than this, you won't see it. Control focus, detail.
            - Default Focus/Zoom: When you click on the item or select it from Waypoints, the map will go to this position and zoom.
            - In general easiest to set these using the Use Current button.
            - Can ignore these just not to let it snap.
        - **Give them time to play, add more features, deal with questions.**
    - Adding Polygons and Lines
        - Polygons: outline
            - Show how multiple polygons can be part of the same item
            - More sophisticated shapes you can provide SVG code (sophisticated way of describing shapes; lets you do curves, etc.)
                - Create in separate software like Adobe Illustrator or Inkscape (free).
        - Lines
    - Editing Stuff
        - Show them how to pull up the Settings from within the Exhibit, which isn't always obvious to me.
        - Back to the main settings to change map background, also to provide narrative text.
            - Can be used in conjunction with the Neatline Text plugin. You can link particular bits of your text to specific Neatline items.
                - In the narrative, edit as HTML, surround everything with text.
                - Powerful uses of this include presenting a literary/historical text as your Narrative and linking words/phrases to spots on a map or in an image (show Catalogue of Ships).
            - Only showing the basics of how it works because advanced work with this kind of thing requires you to create or install a new theme—that means editing CSS, maybe JavaScript and PHP, and adding files to where Neatline is installed on the server. (Advanced; we can help; you have to be hosting somewhere you can access the directories yourself.) — WE are using a different theme from the default, Neatlight.
- Annotating an Image
    - Creating
        - Default Spatial Layer: None
            - Show how to retrieve an image layer URL by getting the URL of an image already in Neatline

            - You notice that this is an image I'm hosting in Omeka. No option to search for the image, in the same way you can when you're adding the item, but I just got the URL from the record and that works fine.
    - Everything else works exactly the same, but now you're drawing on an image, not on a map.
    - Useful to guide your audience through an image: you highlight particular features, etc.
- Working with historical maps or images
    - Other powerful things you can do with Neatline involve bringing in outside geospatial data. For instance, you might want to plot your items on a historical map or aerial photograph.
    - One way to do that would be just to use an image, but then your data wouldn't have any spatial meaning, you couldn't switch between maps (multiple historical maps, historical and modern, etc.)
    - You can take a historical map and "georeference" it, match it up to real spatial coordinates.
    - Actually feeding this into Neatline requires running a Geoserver, which isn't something the library can offer, so we're not demoing it today.
    - But know that if you have the ability to run your own server, it's a sophisticated option.